

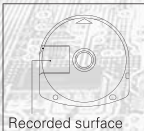
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the TV screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

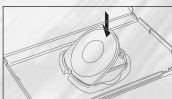
Use and handling precautions

- This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause system damage or malfunction.
- SCEA will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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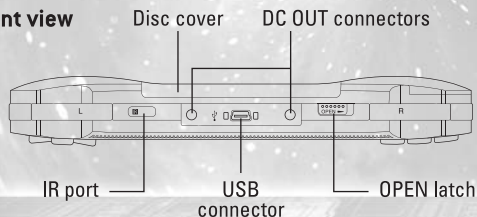
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GETTING STARTED

Right side view



Front view



Set up your PSP™ portable entertainment system according to the instruction manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the **CODED ARMS UMD™** disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP portable's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the X button of the PSP™ to start the software. Follow the on-screen instructions and refer to this software manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

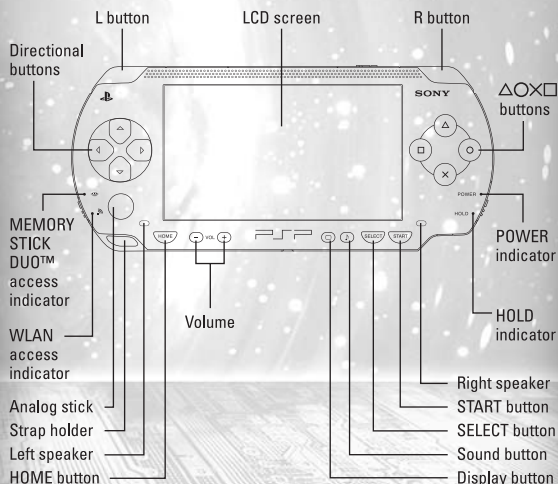
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP portable. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

STARTING UP

PSP™ portable entertainment system configuration



MENU CONTROLS

- Directional buttons – Move cursor to select menu category
- X button – Confirm selection
- O or Δ button – Cancel selection

WI-FI (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes, Ad Hoc mode and Infrastructure mode.

Note: Player responsible for Wi-Fi fees.

AD HOC MODE

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.

Ensure that the CODED ARMS UMD™ disc is properly inserted. When the title screen appears, press the START button.

Pressing the START button will prompt you to choose from "New Game" and "Load Game." When creating new character data, select "New Game." When loading character data you have already created, select "Load Game." Select one and press the X button to confirm.



Next, select from "Single Player" or "Multiplayer" mode and press the X button to confirm.

MODE SELECTION

You can select from the following two game modes.

Single Player Mode

Allows you to enter each stage, or "Battlefield," as a single player for solo combat. You can collect items, or "files," such as weapons and armor and use them to increase your strength.

Multiplayer Mode

Allows you to engage other players in combat using the PSP™'s wireless capabilities.

The first wave of computerization and networking swept the Earth in the late 21st century. Eventually the technology evolved from a luxury into an indispensable part of daily life. It deeply affected the medical world as well, promoting the development of digital devices that allowed human minds to interface directly with computer networks.

Following the computerization of the planet Earth, a military-industrial mega conglomerate waged a top secret war against extraterrestrial life forms on a distant planet. The mega conglomerate developed the combat simulation program "A.I.D.A." for military training. In spite of high hopes and a massive amount of resources being dedicated to the project, a fatal flaw in the system led to it being officially abandoned during the beta testing stage.

But A.I.D.A. did not disappear...

In fact, it continued to evolve, absorbing and incorporating information from Earth's networks. By the time it was accidentally discovered by a hacker, the program had grown into the form of a massive and complicated labyrinth. Word of the discovery spread through the online community like wildfire. Die-hards bored with the current crop of games and hackers obsessed with uncovering rare data files descended upon the program in droves. They treated the ultra-realistic simulation of the war against the aliens as the ultimate video game experience.

However, the explosive popularity of the game resulted in an increasing number of digital casualties, otherwise known as "sleepers." A.I.D.A.'s twisted

architecture required users to take the extremely dangerous step of completely digitizing their personalities without back-ups in order to jack in. This exposed them to the system's flaw: any user who died in the labyrinth would permanently lose their personality.

Complicating the situation, the number of unpredictably aggressive programs called "bugs" and security programs called "bots" rapidly increased within the out-of-control system, reducing the chances of a player surviving a run with their personality intact to less than 40%.

When authorities realized the gravity of the situation, they immediately tried to destroy A.I.D.A. Unfortunately, the program had already spread into every conceivable part of Earth's networks, making it impossible to erase. Lacking any other choice, the authorities announced that the system posed no harm so long as it wasn't accessed--and that doing so was now punishable as a criminal offense.

However, the authorities totally underestimated users' hunger for rare data files. Before long an underground economy had emerged, based on trading web money for rare data salvaged from the labyrinth. Enterprising individuals began outfitting themselves with powerful weapon programs and setting off into A.I.D.A., wagering their personalities and lives for the promise of untold riches.

Alternately reviled and respected, these outlaws were not called hackers. They were called the "Coded Ones."

As you play through each Battlefield group, or "sector," you will proceed through battlefields of increasing difficulty. Along the way, you will defeat incoming enemies and collect various types of files, including weapons and armor. The appearance and abilities of the enemies will change depending on the Battlefield as well.

GAME FLOW

You must complete the following steps to clear each sector in Single Player Mode.

Select "START BATTLE" from the Terminal screen.



Choose a Battlefield and a sector.



Proceed through the levels and clear the Battlefield.



Clear every Battlefield in the current sector.



You can now select the next sector.

SAVE

Press the START button at any time during Single Player Mode to display the Pause Menu. Generally, you can save at any point during the game. You may also save your game at the Terminal Screen.

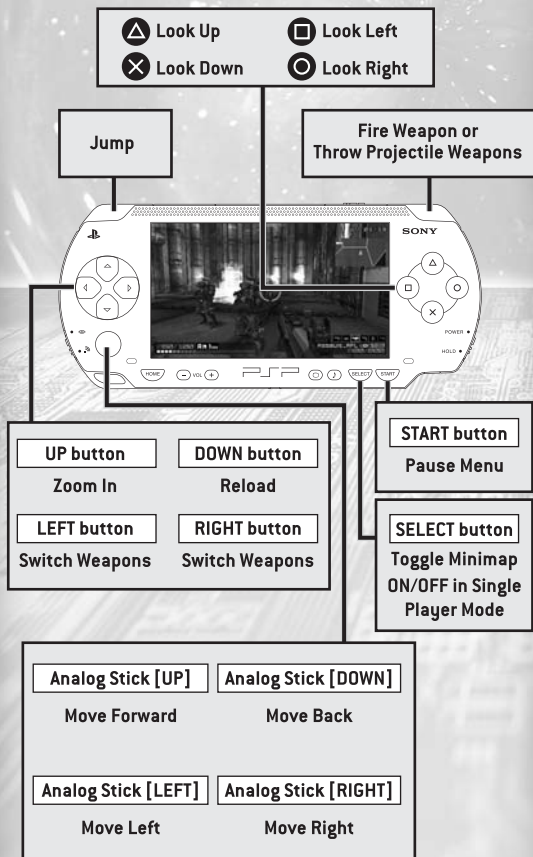
LOAD

Select "Load Game" from the title screen. Then select the save file you wish to load.

CONTROLS

You can select from among four controller configurations on the Options Screen: A, B, C, and D. You can customize the settings for certain buttons as well.

*The following explanation covers Type A, the default controller configuration.



PAUSE MENU



Pressing the START button at any time during the game opens the Pause Menu. The Pause Menu allows you to view the level map and save your game.

PLUGINS

Select weapon or armor to equip.

MAP

Displays a 3D map of the current level.

OPTIONS

Adjust various settings.

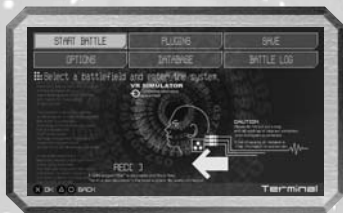
SAVE

Save your game data.

JACK OUT

Exit game and return to title screen.

TERMINAL SCREEN



Adjust various settings before entering the Battlefield. You can also view or save your game data.

START BATTLE

Opens the Battlefield selection screen.

PLUGINS

Attach arms and defense files.

OPTIONS

Select your preferred controller configuration and sound settings.

SAVE

Save your game data.

DATABASE

View details on files that you have acquired.

BATTLE LOG

View your records and battle logs.

OPTIONS



You can select and adjust various settings from either the Terminal Screen or the Pause Menu.

CONTROL TYPE

Select from among four different controller configurations: A, B, C, or D.

FREE LOOK

Adjust lock-on and other settings.

SOUND

Adjust the game's sound settings.

ACCEPT CHALLENGE

When set to ON, you will be able to receive requests from other players for multiplayer battles.

LANGUAGE

Switch between languages.

PLUGINS

Selecting "PLUGINS" from the Terminal Screen allows you to attach files you have collected on the Battlefield.



DATABASE

Selecting "DATABASE" from the Terminal Screen opens the Database Screen. The Database allows you to view the files you have acquired on the Battlefield.

VIEWABLE FILES

[.arm] Weapon Files

Includes handguns, laser guns, rifles and similar weapons.

[.cbx] Grenade Files

Grenade-type weapons.

[.dfn] Defense Files

Includes headgear, body armor and leg guards.

BATTLE LOG

Selecting "BATTLE LOG" from the Terminal Screen allows you to view your gameplay records, including logs from your recent battles.

BATTLEFIELD SCREEN

The game is played in a first-person perspective.

GAME SCREEN



Health Gauge

Indicates your remaining amount of health points (HP). You will lose health points when you are attacked and damaged by enemies.

Rounds in Magazine / Total Rounds Remaining

When the number of rounds in your magazine reaches zero, your weapon will reload automatically. When you have no magazines left, you will not be able to use your weapon until you acquire more magazines.

[.utl] File Icon

Displayed when you are using a [.utl] file. Disappears when the effect of the file expires.

Crosshairs

Used to aim at enemies and targets during combat.

Damage Indicator

The edges of the screen will flash red when you take damage from enemy attacks.

Current Level/Total Levels

Shows the level on which you are currently playing.

*In Multiplayer Mode, this area is also used to indicate the color and score of each participating player.

Minimap

A map showing your surroundings.

RESULTS SCREEN

This screen displays data from the Battlefield that you have cleared.

Sector

Shows names of sectors you have cleared.

Battlefield

Shows names of Battlefields you have cleared.

Areas Hacked

Shows the number of areas hacked / total number of areas and the percentage of total areas hacked.

Enemies Deleted

Shows the number of enemies deleted / total number of enemies and decode-rate percentage.

Files Decoded

Shows the number of files decoded / total number of files and the percentage of total files decoded.

Jack In Time

Shows total play time.



MULTIPLAYER MODE

CODED ARMS supports the Ad Hoc Mode of the PSP™. This allows you to use the wireless LAN system to compete against other players. **CODED ARMS** supports up to four players in Multiplayer Mode.

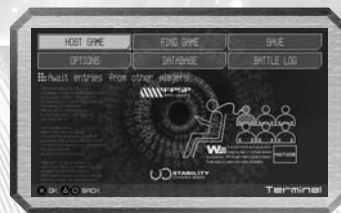
*Before beginning a wireless game, make sure the WLAN switch of the PSP™ is switched on.

*The game will automatically end if you or another player leaves the wireless connection range of the PSP™.

*NOTE: **CODED ARMS** does not support Internet play via the PSP's Infrastructure Mode. **CODED ARMS** only supports multiplayer games arranged between nearby PSP™s using Ad Hoc Mode.

TERMINAL SCREEN

Selecting "Multiplayer" from the Title Screen opens the Multiplayer Mode Terminal Screen.



Host Game

Host a multiplayer game and wait for other players to challenge you by connecting to your game.

Find Game

Search for a host player to challenge.

Options

Displays the same options available in Single Player Mode.

Database

Displays the same options available in Single Player Mode.

Battle Log

Allows you to view the results of past battles against other players.

Save

Saves your game data.

MULTIPLAYER MODE

ENTRY SCREEN

Selecting "HOST GAME" from the Terminal Screen opens the Entry Screen and waits for other players to connect. Once all players in the party are connected, select "READY?" to lock the match.

*A maximum of four players (including yourself) can participate in a Multiplayer game.



FIND GAME SCREEN

Selecting "FIND GAME" from the Terminal Screen opens up a list of players who are currently hosting a game. Select a host player to challenge from the list.

STARTING A GAME

GAME MODE

You can select from among three game modes.

*Only the player hosting the match can select a game mode.

BATTLEFIELD

You can select the size, appearance and random generation conditions for the map.

*Only the player hosting the match can select a Battlefield.

PLUGINS

Select weapons and/or armor to equip for Multiplayer.

READY?

Close all player entries before starting the game.

Only players who have selected "HOST GAME" can select to close all player entries.

START

Once all participating players have selected this option, the Multiplayer match will begin.

MULTIPLAYER MODE

The following are descriptions of the different Multiplayer game modes.



DEATHMATCH

A mode in which all players compete head-to-head on the Battlefield. You gain one point for each time you defeat an opponent. Defeated players will respawn after a short amount of time. The player with the highest score at the end of the game wins.

KEEP THE MARK

A game in which all players compete to obtain a special "mark" placed on the Battlefield. If the player holding the mark is defeated, it is dropped and becomes available for other players to pick up. Points accumulate for every second you are in possession of the mark. Defeated players will respawn after a short amount of time. The player with the highest score at the end of the game wins.

LAST MAN STANDING

A game similar to Deathmatch Mode. Players compete head-to-head on the Battlefield. However, once a player is defeated, their game is over and they will not respawn. The last player to remain alive wins.

BATTLEFIELD SELECTION

This allows you to select the size, appearance and random generation conditions for the map during Multiplayer games. You can select from among four options on the Battlefield Screen.

RANDOM

The Battlefield will be randomly generated at the start of the game.

PRESET

Select from Battlefields with preset maps.

MAP CODE

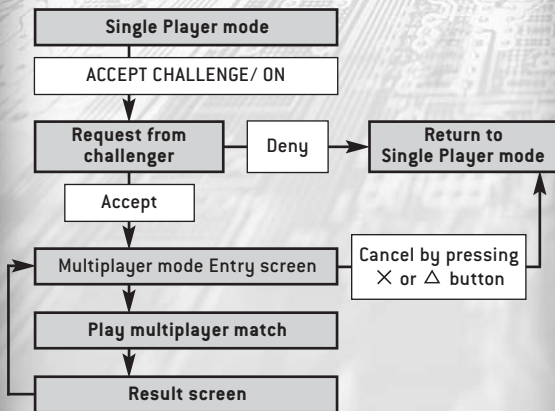
A battlefield can be generated by entering a map code.

MAP LOG

Select Battlefield from maps which you have previously played.

ACCEPT CHALLENGE

When you set "ACCEPT CHALLENGE" to ON in the Options Screen, your PSP™ will accept requests from other players who want to challenge you to a Multiplayer game during your Single Player game.



ENEMIES

Here are some of the enemies you will encounter in the game:

BUGS (PROGRAM BUGS)

Hopper

This bug keeps its distance from you and shoots virus rounds from its core, located inside its head. It is nicknamed "Hopper" after its hopping movement.



Stinkbomb

Unhatched eggs most likely belonging to one of the bugs. They release poisonous viral gas when you are nearby. They remain stationary, but you should destroy them to avoid possible contamination.



Little Bomber

A small-sized bug, possibly an infant Interceptor. Their scissor-like jaws have not yet fully developed so they attack by latching onto the player and then self-destructing.



ENEMIES

Interceptor

With pairs of tough scissor-like jaws, these bugs charge at players when found. Not only does it use its jaws for attacks, but it can emit viral gas as well.



BOTS (SYSTEM SECURITY)

Quicksilver

A uniquely-shaped security program that moves rapidly and attacks in a distinctive linear pattern. This enemy is named after the legendary poltergeist of the same name.



Stingray

A search program that flies above players and drops grenade bombs. There are no particular weak spots, so it is recommended to eliminate this enemy as soon as possible.



ENEMIES

SOLDIERS (ASSAULT PROGRAMS)

Slughead

The lowest in rank among the soldiers; only armed with minimal weapons. They may be cowardly, but you can still take damage if you don't watch yourself.



Reflector

These soldiers protect others with its optic shield that can nullify incoming attacks.



Hound

A standard soldier that is just as skilled as you are. When you are not armed well enough, they can prove to be quite a tough adversary.



PLUGINS (WEAPONS AND ITEMS)

Here are some of the plugin files you will acquire in the game:

[.ARM] WEAPON FILES

Pistol

A standard automatic handgun used mostly as a secondary arm: A cost-effective weapon program developed in China.

Laser Pistol

A plasma-discharging handgun. While it doesn't have rapid-fire capabilities, charging its shots will cause greater damage.

Assault Rifle

A standard fully-automatic rifle. This should be a minimum requirement when entering the system. Make sure you have one armed.

Pulse Rifle

The alien's main choice of weapon. Resembles the laser pistol, except it is far more powerful. It doesn't have rapid-firing capabilities, but charging its shots will unleash a high discharge of plasma energy.

Grenade Launcher

A weapon that launches small-sized frag grenades. It may not be as powerful as hand grenades but you can launch them at longer ranges.



PLUGINS (WEAPONS AND ITEMS)

Salamander

A flamethrower most effective against bug-type enemies. Its only drawback is its limited range.

Lightning

This electrical attribute weapon releases an extremely high-voltage arc. A continuous discharge is possible due to its large-capacity generator.

RPG

A standard-type rocket launcher that causes wide range explosions upon impact.

[.CBX] GRENADE FILES

Frag Grenade

Standard-type grenade. Explodes a few seconds after release.

Bolt Grenade

Electrically-charged grenade that contains a compact ion reactor. Meltdown occurs a few seconds after release, instantaneously discharging high voltage electricity.



PLUGINS (WEAPONS AND ITEMS)

[.DFN] DEFENSE FILES

Tactical Helmet

A basic defense program which reduces head damage.

Assault Jacket

A basic defense program which reduces body damage.

Leg Guards

A basic defense program which reduces leg damage.

[.UPG] UPGRADE FILES

Health Extension

An add-on patch that increases your maximum health.

Optimize Key

An add-on patch that increases a weapon's firepower. Collecting enough of them will upgrade the version of your [.arm] file. This item also upgrades [.cbx] files.

PLUGINS (WEAPONS AND ITEMS)

[.UTL] UTILITY FILES



ARM Booster

Reinforces [.arm] files and increases damage to enemies. This is only effective for a limited period of time.



DFN Booster

Reinforces [.dfn] files and reduces damage from enemies. This is only effective for a limited period of time.



Damage 0

Program that nullifies damage from enemy attacks. This is only effective for a limited period of time.



Bullet Free

This utility program allows usage of weapons without ammo consumption. This is only effective for a limited period of time.



Invisible

This utility program keeps the user invisible for a limited amount of time. Firing weapons will cancel its effects.



Level Scan

Runs a scan on the current level and displays the entire map, including file and enemy locations. This is only effective for a limited period of time.

The Battlefield is a virtual-reality construct created by the combat simulation program A.I.D.A.

RANDOM MAP GENERATION

The Battlefield you play on is comprised of rooms and pathways that are organized into "areas." Every time you play a game, the random map generation system changes the exact form of the areas and the placement of enemies and items.

GATES

Each floor of a Battlefield is referred to as a "level." Levels contain three types of gates:

Level Gate (Blue)

This is the exit which leads you to the next level.

Escape Gate (Red)

These gates allow you to return to the Terminal Screen. However, passing through this gate does not clear the Battlefield.

Terminal Gate (Yellow)

This is the final exit located at the final level of a Battlefield. Enter to clear the Battlefield.

GAME OVER

If you die on the battlefield, you can restart your game from your most recent save data. You can also restart the Battlefield from the beginning using the Terminal Screen. However, doing so will result in losing all of the items you have obtained on the Battlefield.

The following is an explanation of terminologies used in the game.

BATTLEFIELD

Sector = The game divides the Battlefields into different groups based on their difficulty.

Battlefield = Refers to individual stages in the game.

*There are four types of Battlefields.

City

Base

Ruins

Infinity

Level = Each floor within a Battlefield.

Area = Each room or passage in a level.

FILE

Weapons and items are named in the form of computer files. The file extensions have the following meanings.

Equipable items:

[.arm] = Weapon files

[.cbx] = Code-based Explosives or Grenade files

[.dfn] = Defense files

Consumable items:

[.med] = Medical files

[.uti] = Utility files

[.blt] = Ammunition files

[.upg] = Upgrade files

OTHERS

Database = A list of item descriptions

Plugins = Items you are currently carrying

Attachments = Equipped items

Slots = Equipment slots

ATTRIBUTES

All enemies and certain weapons have different attributes assigned to them. Changing your weapons according to the enemy's attributes will be an advantage when fighting against them. There are five different attributes in total.

PLUGIN ATTRIBUTES

L = Light
P = Physical
E = Electrical
H = Heat
V = Virus

ENEMY ATTRIBUTES

Bugs

Most bugs dwell in the dark so they tend to be weak against attacks of light attributes. For example, using the Laser Pistol or Pulse Rifle can effectively inflict damage on these enemy types. Some bugs are resistant against viral attacks, so avoid attacking them with weapons that have the virus attribute.

Soldier

The alien soldiers originate from a different planet so the Earth's gravity feels lighter for them, but at the same time, they cannot endure attacks with physical attributes. Some soldiers are fully-equipped and may be resistant against weapons with heat or virus attributes.

Bots

Attacking bots with weapons that have the electrical attribute can short out their system and result in more damage. Since these machines are created with titanium alloy, they are highly resistant against weapons with physical and virus attributes.

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

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